WHAT IS CLAIMED IS:

1. A method for generating a sequence of object definition data sets for a video particle explosion effect comprising:

providing a graphics image data file of a particle pattern defining a shape of a plurality of particles;

generating a sequence of object definition data sets using said graphics image data file;

wherein said object definition data sets can be used to render a particle explosion effect on a video file.

2. A method as claimed in claim 1, wherein said graphics image data file has a plurality of channels.

3. A method as claimed in claim 2, wherein said graphics image data file has a red channel, a green channel, a blue channel and an alpha channel.

4. A method as claimed in claim 3, wherein said graphics image data file further defines at least one parameter of an explosion sequence for all of said plurality of particles, a spin parameter for each of said plurality of particles and a softness of edges of each said plurality of particles and wherein said shape, said explosion sequence, said spin parameter and said softness are each defined in one of said plurality of channels.

5. A method as claimed in claim 1, wherein said particle pattern is a shattered glass pattern.

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6. A method as claimed in claim 1, further comprising a step of drawing said graphics image data file.

7. A method as claimed in claim 6, wherein said step of drawing comprises defining an edge for said plurality of particles and filling up each of said plurality of particles with a different color.

8. A method as claimed in claim 4, further comprising a step of drawing each channel of said graphics image data file and wherein each parameter is defined by drawing colors in each said channel.

9. A method as claimed in claim 1, wherein said generating comprises identifying a plurality of triangles for each said particle and storing shape information from each triangle in said object definition data sets.

10. A method as claimed in claim 2, wherein said generating comprises identifying a plurality of triangles for each said particle and storing parameter information from each triangle in said object definition data sets, said parameter information being extracted from each said channel.

11. A method for rendering a video particle explosion effect on a video source data file comprising:

    providing a graphics image data file of a particle pattern defining a shape of a plurality of particles;

    generating a sequence of object definition data sets using said graphics image data file;

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providing a video source data file;

rendering said video particle explosion effect using said object definition data sets and said video source data file.

12. A method as claimed in claim 11, wherein said rendering comprises

loading each field of said video source data file into a graphics engine;

loading a corresponding one of said sequence of object definition data sets into said graphics engine;

generating a particle exploded video output using said field and said corresponding object definition data sets.

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